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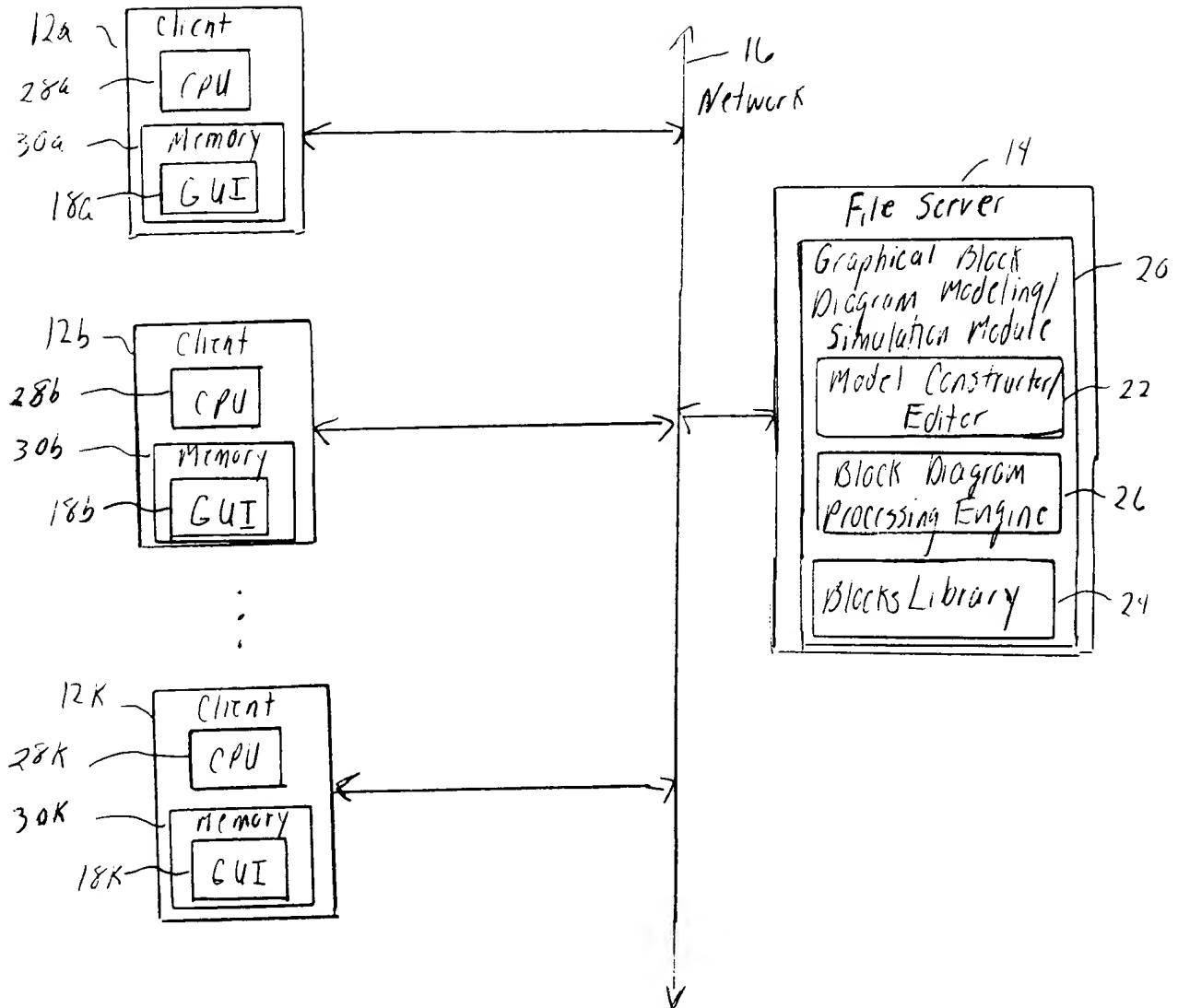
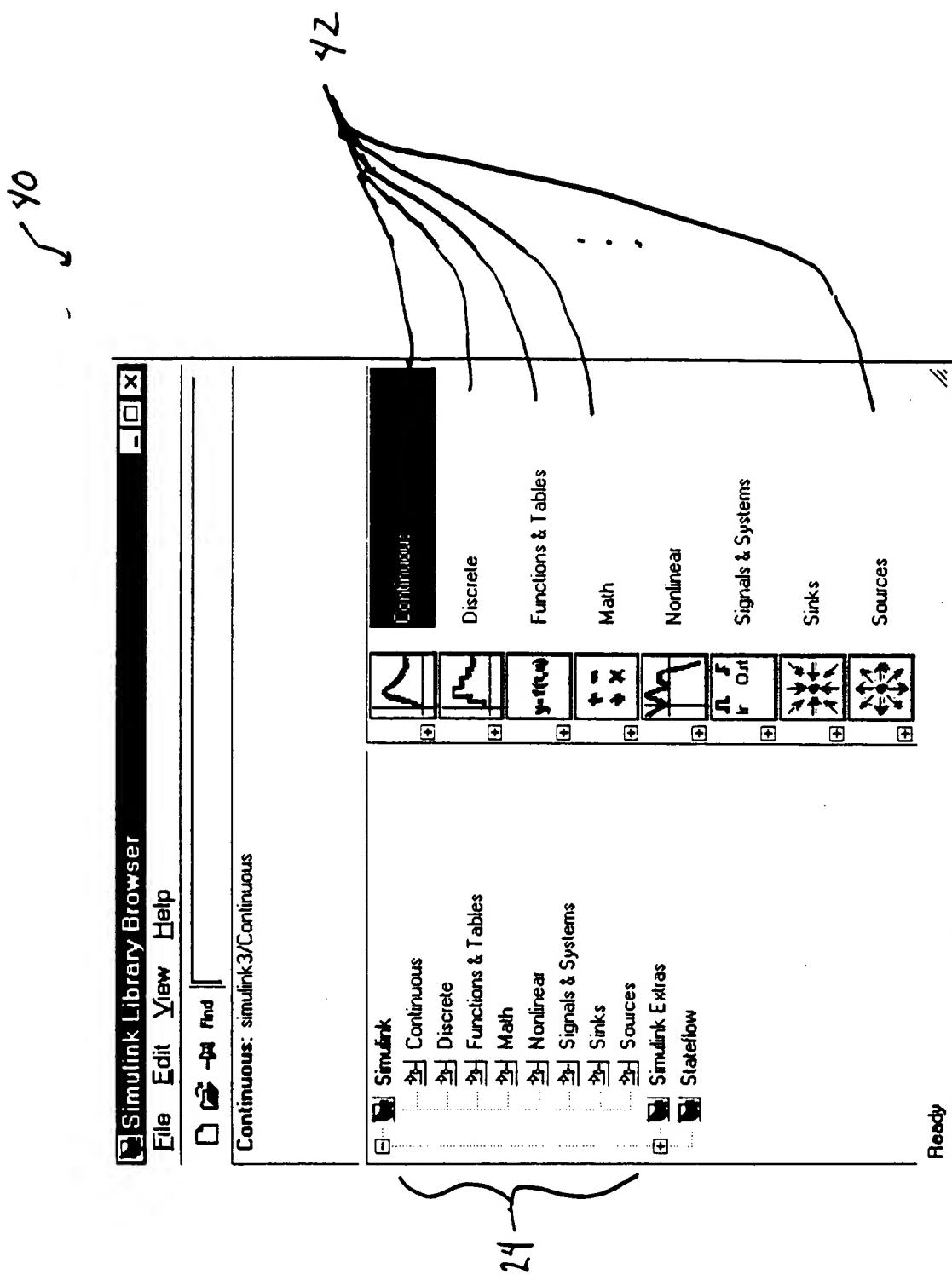


FIG. 1

FIG. 2A



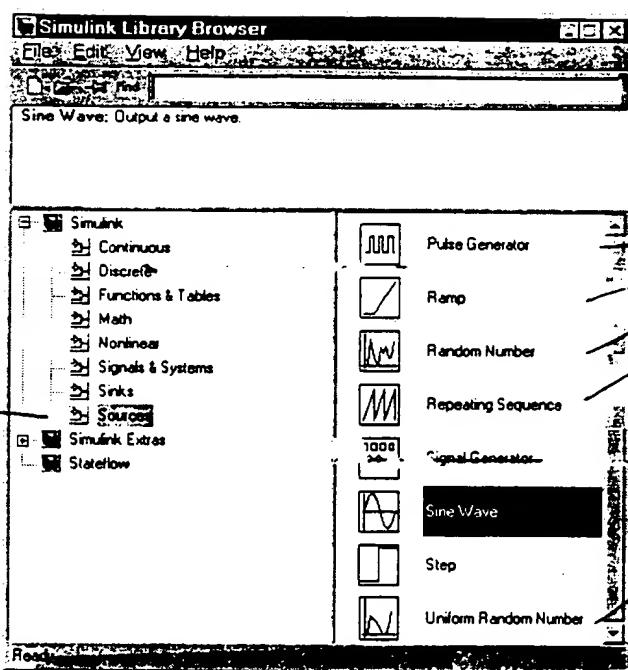


FIG. 2B

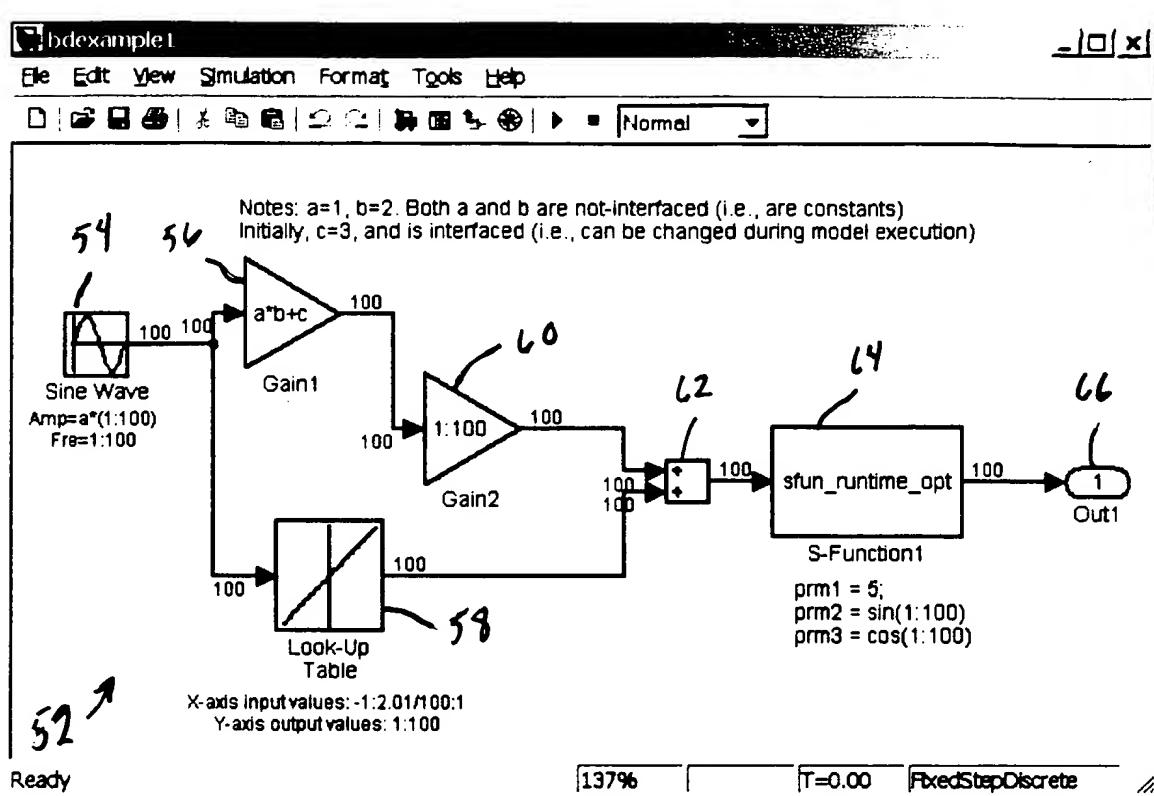


FIG. 3

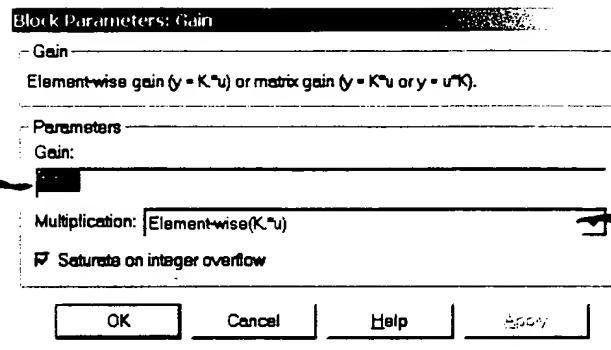
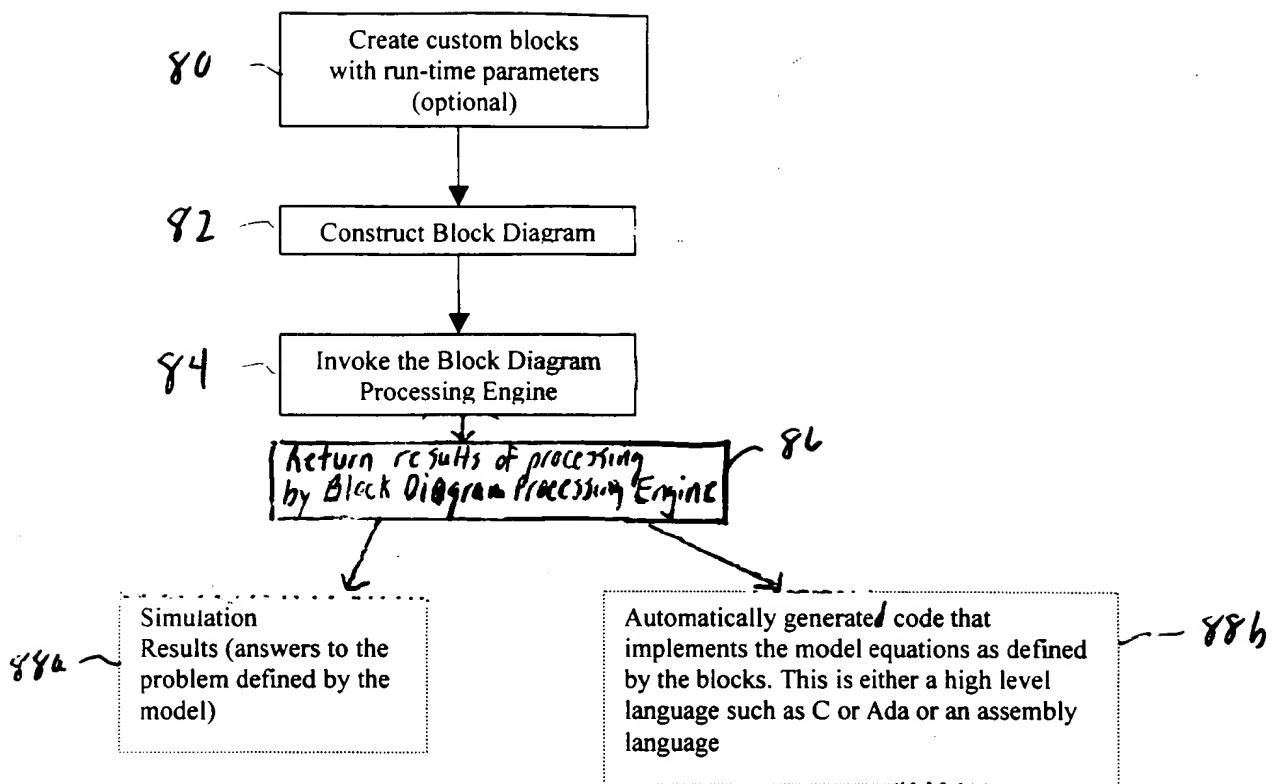


FIG. 4



F/G. 5

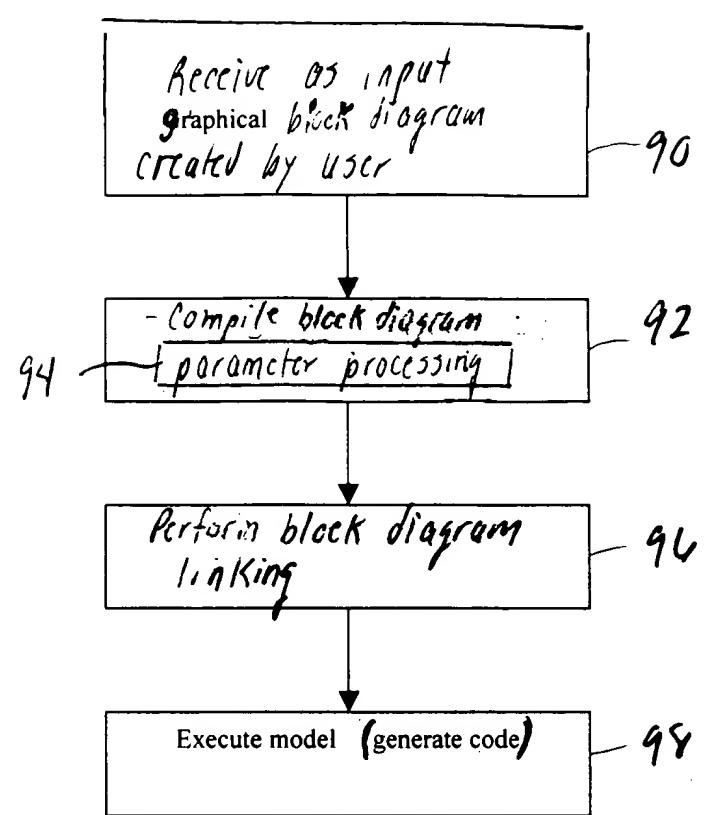


FIG. 6

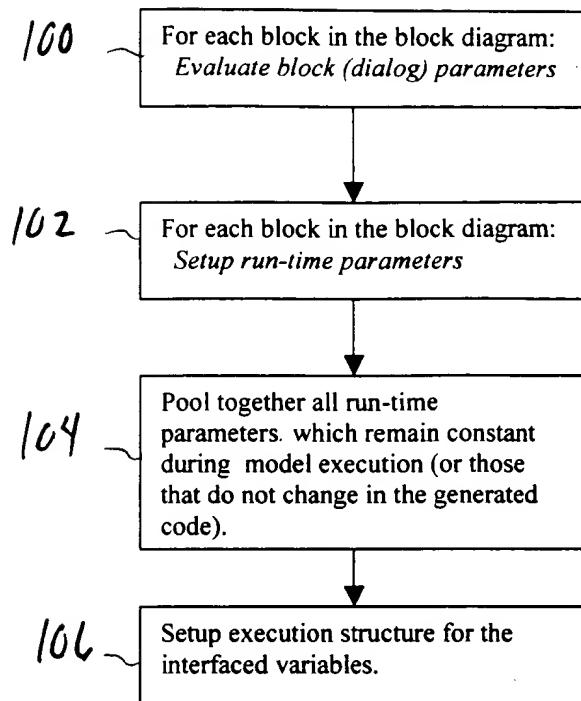


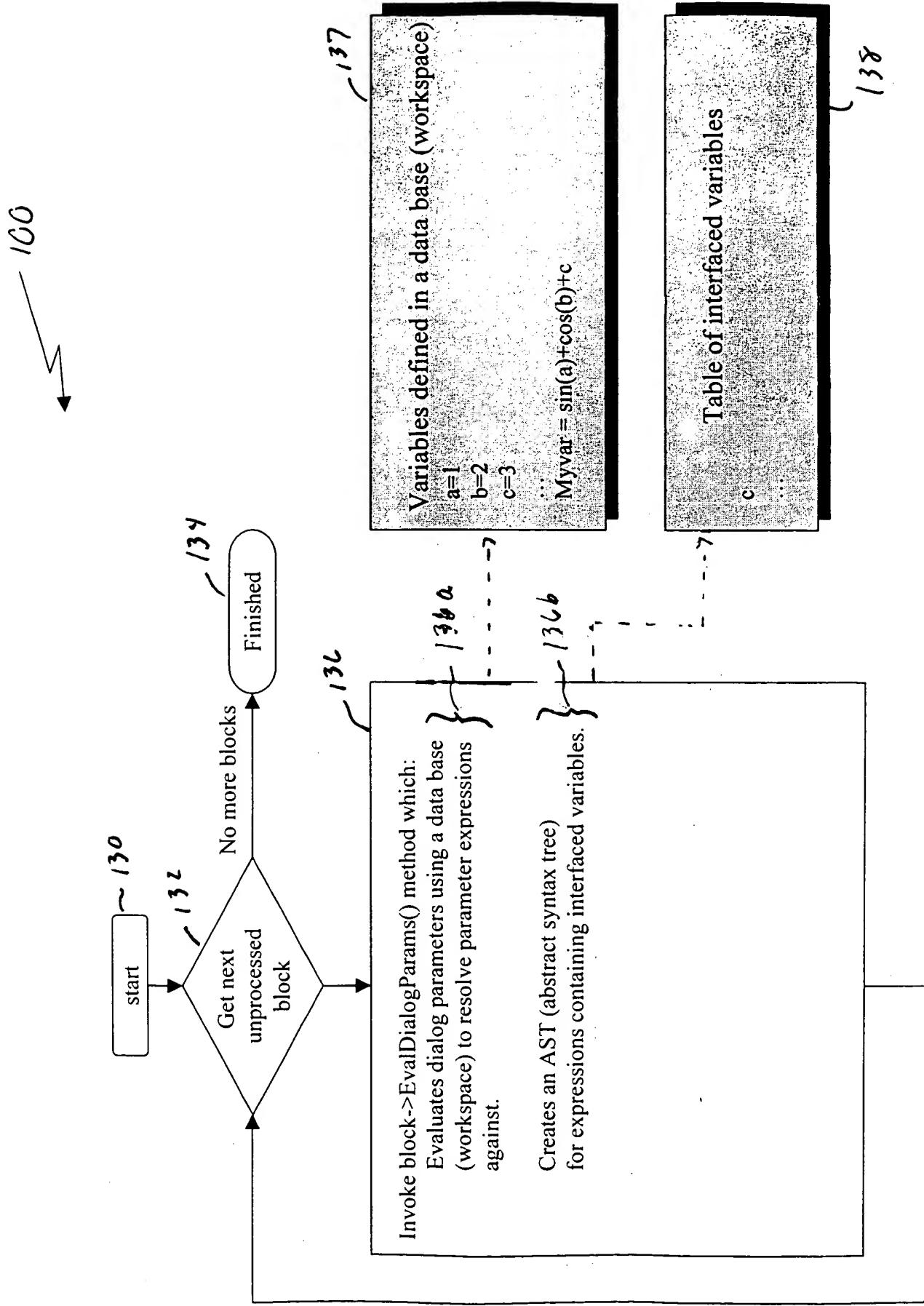
FIG. 7

✓ 110

```
Block {  
    EvalDialogParams(void) ← 112  
    SetupRuntimeParams(void) ← 114  
    InternalData: ← 116  
        AST[nParams]; ← 118  
        NumericDialogParamValues[nParams]; ← 120  
        RuntimeParams[nRunTimeParams]; ← 122  
    GetAstForDialogParam(int paramInt)  
    SetAstForDialogParam(int paramInt, ast)  
    GetNumericParamValues(int dialogParamIndex)  
    SetNumericParamValues(int dialogParamIndex, value)  
    GetNumRuntimeParams()  
    GetRuntimeParam(int runtimeParamIdx) ← 124  
    SetRuntimeParam(int runtimeParamIdx, value)  
}
```

FIG. 8

FIG. 9



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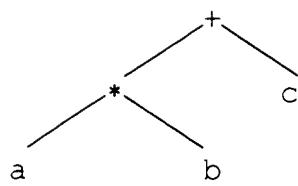


FIG. 10A

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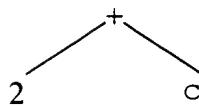


FIG. 10B

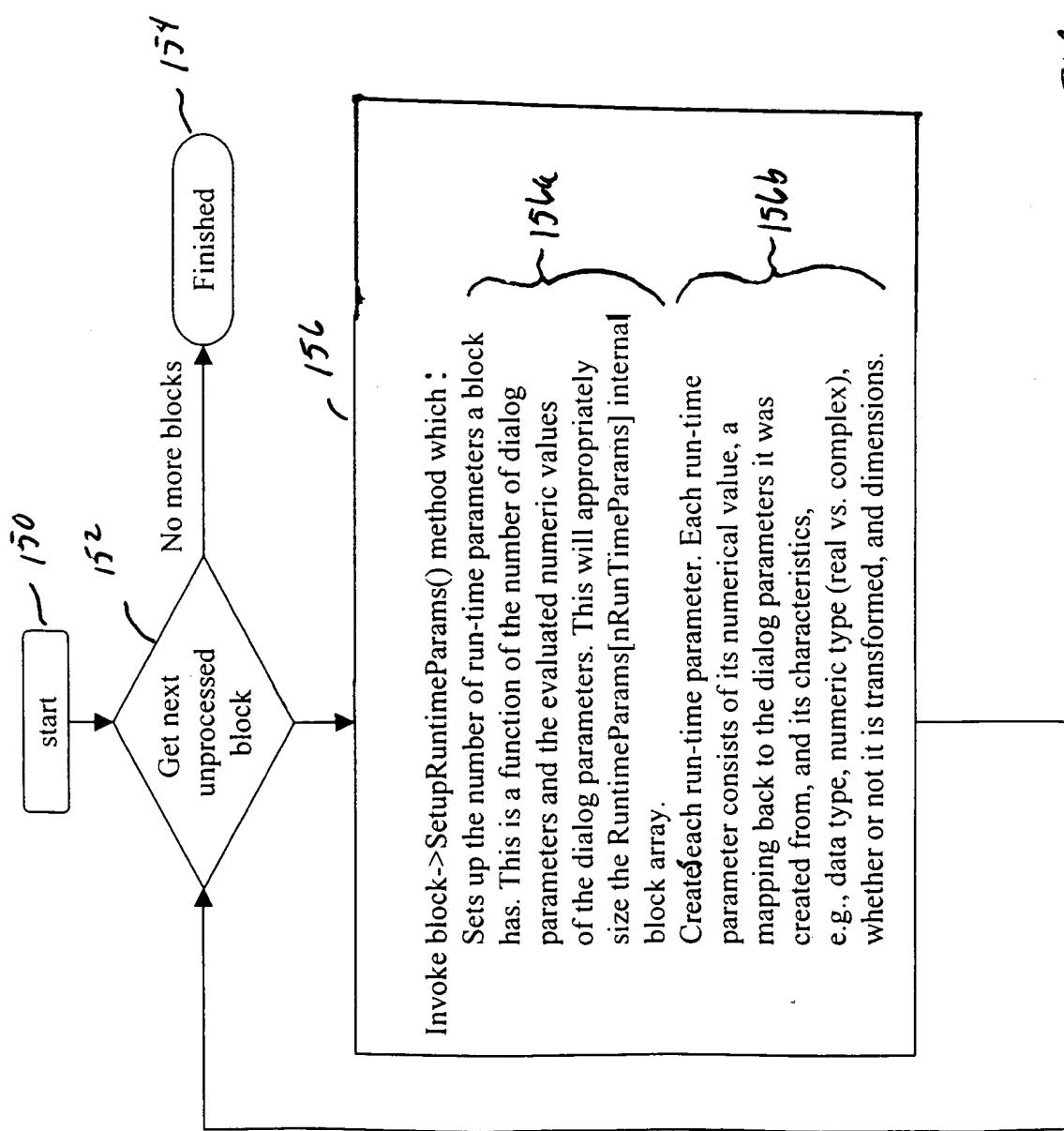


FIG. 11

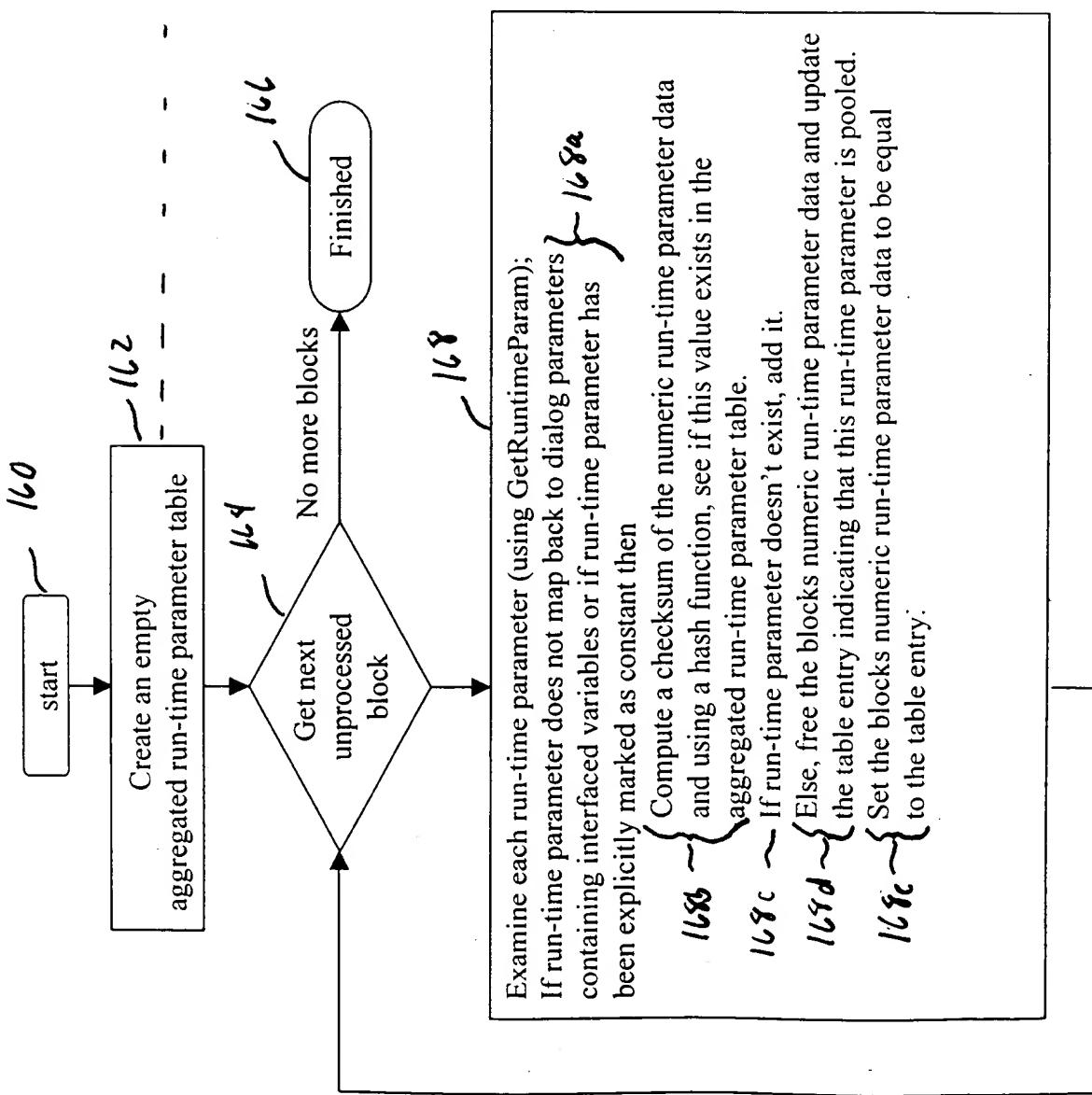
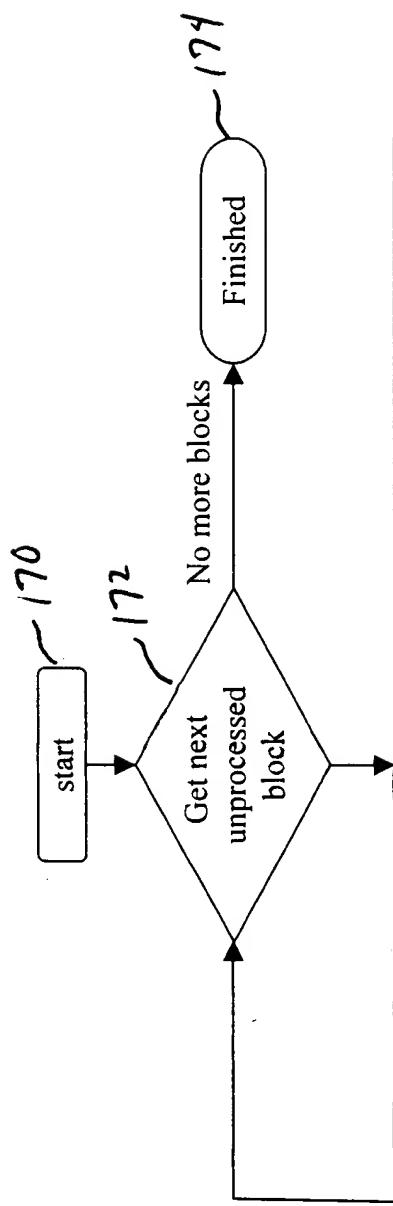


FIG. 12



Examine block, any block run-time parameter that maps back to a dialog parameter containing an interfaced variable is marked as such. During code generation, this structure **is maintained by** using the AST from dialog parameter. During simulation, when the interfaced variable is changed, the corresponding numeric value of run-time parameters is updated by re-evaluating the AST.

FIG. 13